





"Fall 1904"

1971R

R-3

ENGLAND (Lakofka):

F Den (S) RUSSIAN F Bal-Kie [NSO]  
F Hol (S) RUSSIAN F Bal-Kie  
A Edi holds  
F Wal-Eng

RUSSIA (Horvath):

F Nwy (S) F Ska-Nth  
F Swe (S) ENGLISH F Den  
F Ska-Nth  
F Bal (S) TURKISH A Mun-Kie  
A Pru (S) AUSTRIAN A Sil-Ber  
F Con-Aeg  
F Bla-Con  
A Arm [Unordered; holds]

ITALY (Hoyer): [No moves received]

A Ven [Unordered; holds]  
F Lyo "  
F Wes "  
F Apu "  
A Mar [Unordered; dislodged & annihilated]

GERMANY (Tretick):

A Pie [Unordered; holds]  
A Kie-Den [Dislodged, retreats to Ruh]  
F Hel (S) A Kie-Den

Underlined moves do not succeed. Note change of address for Leahey on page 2.  
Change of address for Mike Horvath -- 517 N. Piedmont, Arlington, Virginia 22203.

SUPPLY CENTER CHART:

TURKEY (Leahey): MM, Kie. (1) No change.  
FRANCE (Blandin): Par, Bre, Spa, Por, Lon, Bel, Mar. (?) Build 2.  
AUSTRIA (Brooks): Vie, Tri, Bud, Ser, Gre, Bul, Zpa, Rum, Ber, Mun. (9) Build 3.  
ENGLAND (Lakofka): Liv, Edi, Zpa, Den, Hol. (4) No change.  
ITALY (Hoyer): Ven, Rom, Nap, Tun, Mar. (4) No change.  
GERMANY (Tretick): Kie, Ber, Kol. Out of game.  
RUSSIA (Horvath): StP, Mos, War, Sev, Swe, Nwy, Ank, Smy, Con. (9) Build 1.

Gain -- Zpa. "Winter 1904" builds are due 14 June 1972.

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"Winter 1903"

1971CB

R-4

The new player for Russia is Jerry White, 2835 S.E. Yamhill St., #4, Portland, Oregon 97214.

"Winter 1903" adjustments are due 5 June 1972.

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"Winter 1902"

1971CQ

R-5

ENGLAND (Brooks): Liv, Lon, Edi, Nwy, Swe. (5) Builds F Lon, F Edi.  
RUSSIA (Proujansky): StP, Mos, War, Sev, Rum. (5) No change.  
GERMANY (Trtek): Ber, Kie, Mun, Den, Hol, Bel. (6) No change.  
ITALY (McLenoan): Ven, Rom, Nap, Tun. (4) Builds F Ven.  
AUSTRIA (Hoffman): Vie, Bud, Tri. (3) No change.  
FRANCE (Bell): Par, Mar, Bre, Por, Spa. (5) No change.  
TURKEY (McGee): Con, Smy, Ank, Bul, Ser. (5) Builds F Ank.

"Spring 1903" moves are due 19 June 1972. Change of address for Christopher McLenoan -- Box 191, Prudential Center Station, Boston, Massachusetts 02199. A replacement for England is Steve Brooks, 3601 E. 2nd St., Apt. 85, Tucson, Arizona 85716.

"Winter 1902"

1971 DE

R-6

AUSTRIA (Thorgaard): Vie, Bud, Tri, Ser, Gre. (5) Builds A Vie.  
 GERMANY (Ainsworth): Ber, Kie, Mun, Hol, Bel, Den. (6) Builds F Kie.  
 ITALY (Rice): Nap, Rom, Ven, Tun. (4) No change.  
 TURKEY (Cox): Ank, Con, Smy, Rum, Sev, Bul. (6) No builds received.  
 RUSSIA (Bagala): Mos, War, Swe. (3) No change.  
 FRANCE (Hoyer): Bre, Mar, Par, Spa, Por. (5) No change.  
 ENGLAND (Lamb): Edi, Liv, Lon, Nwy, StP. (5) Builds F Edi.

"Spring 1903" moves are due 19 June 1972. The new player for England is Bob Lamb, 83 Elmore Road, Rochester, New York 14618.

NOTICE TO TRADERS

This is getting too expensive to send by first class mail, so I will be sending ATLANTIS in groups of 2 or 3 issues via third class mail. I will, however, send the issues by first class to any trader that specifically asks for his to be sent by first class.

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NOTICE TO SUBSCRIBERS

The number printed in the upper right-hand corner of the address label is the issue number with which your subscription ends.

If this box is checked , your subscription is up, and you are invited to renew your subscription while the rate is still \$1.50 for 10 issues (it will very definitely go up when the Post Office raises rates again).

NO MOVES RECEIVED

(Or, why a Gamesmaster gets gray hairs and nervous breakdowns adjudicating your game.)

One of the biggest problems facing a Gamesmaster in Diplomacy, or even a player of Diplomacy; for that matter, is the non-receipt of moves during a game. The GM and the players are penalized through several ways -- first, the game is heavily weighted in favor of the player whose moves arrive safely and on time. Second, the players and the GM suffer damage to their respective personal/professional reputations. Finally, there is the annoyance at having spent time, effort and money trying to send in moves or adjudicate moves only to find they did not arrive.

There are several reasons for the many missed moves that occur in postal Diplomacy, the major ones being the player who drops out of a game without any notice of any kind, and our dearly beloved Post Office. I'll deal with the Post Office first because that part is the least soluble in terms of correction.

The quality of service we receive from the postal system has been steadily declining recently (at least from what I have seen and experienced here in Chicago, and what I have heard from other parts of the country). It seems that as the cost goes up, efficiency and reliability go down. In the past few months, I would conservatively estimate that 1 of 50 first class mailings simply do not arrive at their destination. Another few arrive late or damaged. And third class mail! The less said about that the better -- the only thing going for it at this time is the fact that it is cheap -- for non-valuables that can take time to knock about various postal stations, it's fine. Just make sure that whatever you send third class can be replaced easily.

So what can you do if the Post Office loses your letter with that valuable set of orders? Not a God-damned thing. It's lost and they couldn't care less. There are several ways to avoid this, though. One is to send two or even three sets of orders. Another is to send in general or sealed orders if the GM allows it (I do). The alternative is simply to pray briefly every time you drop a letter in the mailbox.

How can you tell that your letter arrives safely? The best method I have seen or heard about is the use of a return-addressed post card included in the letter, to be mailed when (and If!) the letter arrives. This method also gives you a receipt should the GM lose your orders after they arrive -- not a common happening, thankfully. Most, if not all, GM's who have been active for a year or more have their own system for recording and processing moves that eliminate lost orders after the Post Office delivers them. Mine involves separate folders for each game (the only problem being with players who are in more than one game and send in all their orders on one sheet of paper). The only method I specifically do not recommend is the use of certified mail -- it can delay the orders if no one is at home when the Post Office attempts delivery.

That takes care of the postal part of the problem, now how about the player part? Well, let's face it, some players simply do not send their moves in on time or frequently miss moves. These players will not be helped by any method. But they seldom last long in postal play, or, if they do stick around they improve to where they do become more reliable. In the meantime, what should the other players

do to keep themselves and the game from being penalized or hampered by missing moves? Well, try to have allies that are reliable and you know will send in at least one set of moves. Or make sure the GM will replace players who fail to send in moves, or who are habitually late with their moves. Most GM's will replace a player who misses two moves in a row, some (including me) will also replace a player who misses frequently, if not two in a row.

Is anything else possible? I don't know -- I'd like to hear suggestions from anyone else who thinks of something. It is hard to do either of the two possible alternatives open to a GM who has players that miss moves -- replacing the player is difficult because it takes so long to find another player willing to take over in the middle of a game, and it is hard to continue a game that has frequent missed moves (whether the players' fault or not) because the player that comes out ahead is the player who always gets his moves in (who may also be the better player because he is also more concerned, but who knows). It's hard on the players in such a game because they may be the victims of the Post Office or might be unlucky enough to have an ally that misses critical moves (and by the time they find out, well, it's usually too late by then!).

I'll end this short article with a plea and a suggestion. First, the plea: Players are needed to take over abandoned countries, and I will take just about anyone who wants to play -- you can even specify which game and country. Second, if you are already playing in a game, use some of the suggestions I have given to make sure your moves get in on time -- it may cost you a little more money, but it will save you a lot of trouble and perhaps even an ulcer, who knows.

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INDEX TO POSTAL DIPLOMACY LITERATURE -- Rod Walker, 4719 Felton St., San Diego, California 92116. Just what the name implies, this is an index to all the currently published Diplomacy material. It is available by subscription only, 10/\$2.

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What the devil is this little note in ARENA #7, page 5, about complaints that ATLANTIS is arriving late? To whom? The last issue explained why it was late, but if the complaint came from a trader, that would be explained back on page 4 in my "Notice to Traders", where I explain that third class will be used to ferry ATLANTIS in neatly packaged bundles to all the waiting trades, bundles containing #'s 51, 52, and now 53! Could that be the reason? Some trade awaiting his issue via first class when I am mailing the damn thing by third class in a bundle with two other issues because the postage is getting too damn much!!? Well, I have left the option open to any trader that wants his via first class, that's back on page 4.

I also don't like getting flack from a third party. If someone's got a complaint about ATLANTIS, send it in to me. I have never cut up any other 'zine in print, even though I have had the motive, but I'm not above taking it from someone if there's a justification. But lets have some particulars!

Now I'll end this before I get too plastered to run it off....